Claims

What is claimed is:

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1. A system for designing, testing, and employing graphical computer code comprises:

a graphics editor for creating a graphical display made up of
10 a plurality of graphical objects constructed by the graphics editor;
a translator for creating a high-level computer language code, the translator connected to the graphics editor; and
a compiler receiving the high level computer language code from the translator.

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2. The system of claim 1, further including:

a run time system connected to the graphics editor, the run time system designed to execute a graphical design.

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3. The system of claim 1, further including:

a control editor connected to the graphics editor.

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4. The system of claim 1, further including:

a library of graphical objects connected to the graphics editor.

5. The system of claim 1, wherein the translator includes an option of translating a graphical objects graphical representation.

6. The system of claim 1, wherein the translator includes an option of translating a graphical objects input stimulus.

7. The system of claim 1, wherein the translator includes an option of translating a graphical objects control logic.

8. The system of claim 1, wherein the translator includes an option of allowing dynamic memory allocation.

9. The system of claim 1, wherein the translator sizes a data structure.

10. A method for designing, testing, and employing graphical computer code including:

(a) creating a graphical object with a graphics editor;

5 (b) translating a graphical object of the graphical display into a high level computer language code;

(c) compiling the high level computer language code.

11. The method of claim 10, wherein step (c) further

10 includes:

(c1) identifying a target processor for a compiler.

12. The method of claim 10, wherein step (b) further

15 includes:

(b1) examining a plurality of objects to be translated;

(b2) determining if a dynamic memory allocation is selected;

20 (b3) when the dynamic memory allocation is not selected, selecting a memory allocation size.

13. The method of claim 10, wherein step (b) further includes:

(b1) translating a graphical objects input stimulus;

(b2) translating a graphical objects control logic;

(b3) translating a graphical objects graphical representation.

14. The method of claim 10, wherein step (a) further includes:

(a1) creating an animation sequence by example;

(a2) creating an animation input stimulus.

15. A system for designing, testing, and employing graphical computer code comprises:

a graphics environment for creating a graphical display made up of a plurality of graphical objects constructed by the graphics environment;

a translator for creating a high-level computer language code, the translator connected to the graphics environment; and

a control editor connected to the graphics environment.

16. The system of claim 15, further including:

a library of components within the graphics environment.

17. The system of claim 15, further including:

a run time system within the graphics environment, the run time system designed to execute a graphical design.

18. The system of claim 15, wherein the translator includes an option of translating a graphical objects input stimulus.

19. The system of claim 15, wherein the translator includes an option of translating a graphical objects control logic.

20. The system of claim 15, wherein the translator includes an option of translating a graphical objects graphical representation.

21. The system of claim 15, wherein the translator includes an option of allowing dynamic memory allocation.

22. The system of claim 15, wherein the translator sizes a data structure.

23. A translation system for designing, testing, and employing graphical computer code comprising:

an array builder for constructing a data array from a plurality of graphical objects;

a code builder for translating a high-level computer language code from the array data; and

a library of computer code operations connected to the code builder.

24. The system of claim 23, wherein the code builder includes a data sizing function.

25. The system of claim 23, wherein the library of computer code operations comprises a library of files for generating an animation, stimulus, and control code.

26. The system of claim 23, wherein the code builder includes a dynamic memory allocation choice.